

I claim:

1. A word game comprising:

a plurality of letter indicator members, each having a letter indicia corresponding to a selected letter or choice of letter, each letter indicia being assigned a predetermined point value for use in calculating an initial score value of a word formed from a random selection of said letter indicia; and

a plurality of score manipulation members, each having a scoring indicia for manipulating the initial score value and determining a final score value of said word, said score manipulation members being arrangeable in a random order from one game to the next.

2. A word game according to claim 1 wherein each of said letter indicator members has a plurality of sides marked with a corresponding plurality of said letter indicia, respectively.

3. A word game according to claim 2 comprising at least five of said letter indicator members, each having at least six sides.

4. A word game according to claim 3 wherein the number of letter indicator members is eight and each letter indicator member is a die having six sides.

5. A word game according to claim 1 comprising a game board having a plurality of receptacles corresponding in number to the number of score manipulation members, said score manipulation members being arrangeable randomly in the receptacles with said scoring indicia hidden from view.

6. A word game according to claim 5 wherein said receptacles are arranged in an oval pattern in the game board.

7. A word game according to claim 1 further comprising an open-ended vessel for use in holding and throwing said letter indicator members onto a playing surface.

8. A method of playing a word game comprising the steps of:

(1) initially,

(a) providing a plurality of letter indicator members, each having a letter

indicia corresponding to a selected letter or choice of letter, each letter indicia being assigned a predetermined point value;

(b) providing a plurality of score manipulation members, each having scoring indicia; and

(c) arranging said score manipulation members randomly; and

(2) on each player's turn,

(a) randomly selecting a plurality of said letter indicia;

(b) randomly selecting one of said score manipulation members;

(c) forming a word from the letter indicia selected; and

(d) calculating a final score value of the word so formed with reference to the predetermined point values of the letter indicia in the word and the scoring indicia of the score manipulation member selected.

9. A method of playing a word game according to claim 8 wherein the letter indicator members each have a plurality of sides marked with a corresponding plurality of said letter indicia, respectively.

10. A method of playing a word game according to claim 9 comprising;

(1) initially,

(d) providing an open-ended vessel for holding said letter indicator members; and

(2) on each player's turn, in step (2)(a), placing said letter indicator members in said vessel and throwing the letter indicator members onto a playing surface using said vessel, said letter indicator members thereby landing on the playing surface with a side of each letter indicator member marked with a corresponding letter indicia facing up; and in step (2) (c), forming a word using the letter indicia facing up.

11. A method of playing a word game according to claim 8 comprising:

(1) initially,

providing a game board having a series of receptacles corresponding in

number to the number of score manipulation members; and, in step (1)(c), arranging said score manipulation members in a random order in the receptacles with said scoring indicia hidden from view.

12. A method of playing a word game according to claim 8 comprising:

5 (2) on each player's turn, after step (2)(c), providing other players with the option of challenging the word formed by a subject player on his turn, increasing and decreasing the score of the challenger and subject player by a predetermined amount, respectively, if the challenger is correct in determining that the word does not exist, as determined with reference to a dictionary agreed to in advance by the players, and decreasing and increasing the score of the challenger and subject player by a  
10 predetermined amount, respectively, if the challenger is wrong.

~~13. A method of playing a word game according to claim 8 comprising, in step  
5 (2)(d), awarding bonus points if all, or all but one of, the selected letter indicia are used in forming the word.~~